

Design Spec - Accessibility Audio Cues

Overview

Audio cues to indicate which actions and items are available.

Design Goals

Audio cues for specific events, items, and areas, to help totally blind players interact with the environment.

Core player experience: as a totally blind player I want to be able to locate items nearby, as well as know which actions I need to take, with the help of audio cues. There should be an audio glossary that I can consult.

- Audio glossary with all audio cues explained
 - Item name -> sound -> description -> press to hear sound again
- Positional audio (up/down, far/near, left/right/front/back)

High Level Design

There are some games that already have an extensive audio glossary, which could provide insights on which actions need audio cues. The Last of Us 2 has the largest audio glossary available.

Stakeholders

- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer -
- Game Programmer -
- Audio designer -

Detailed Design

- Audio cues need to be distinct sounds - they shouldn't sound too alike
- Most sounds could be imitated from games with extensive audio glossaries (like LoU2)
- Footsteps are not really audio cues, but they should change when players enter a new biome, and sound differently when on a road/path

Technical Requirements

Can't comment on this.

Analytics

- How often do players access the audio glossary?

Test Tools

Many sounds can be purchased or downloaded for free for test sessions.